DEEP ROCK
GALACTIC
DANGER. DARKNESS. DWARVES.
RULEBOOK

A LETTER FROM MANAGEMENT

You and your team are being dispatched to the remote planet HOXXES IV immediately.

Your orders are to mine and retrieve Morkite, Nitra, gold, Aquarqs, and other valuable resources. More information on these materials can be found in the attached reference documents.

Your team will be equipped with standard mining equipment, as listed in your handbook. If you would rather embark on a solo mission, you will be assigned a BOSCO unit.

Warning: HOXXES IV is inhabited by a hostile, oviparous species classified as the Glyphids. Encounters with various malignant creature types are expected to occur. Refer to the attached hostile creatures sheet: it contains all the information we have on record for this species.

Management expects delivery of all mined resources in a timely manner, even in the event of death, as per your contract.

That is all.

AGE 12+ | 60 - 150 MINUTES | 1 - 4 PLAYERS

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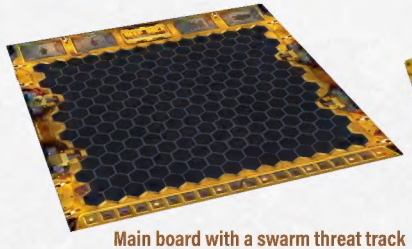
COMPONENTS



Main board with a swarm threat track and slots for decks of cards

13 swarm cards

18 Rock 'n' Stone cards

16 throwables cards

45 minerals: 13 Morkite, 13 gold, 13 Nitra, 6 Aquarqs

50 event cards

9 supply pod cards

9 secondary weapon cards

4 unique Dwarf miniatures

4 unique special miniatures: 1 sentry gun, 1 BOSCO, 1 resupply pod, 1 M.U.L.E.

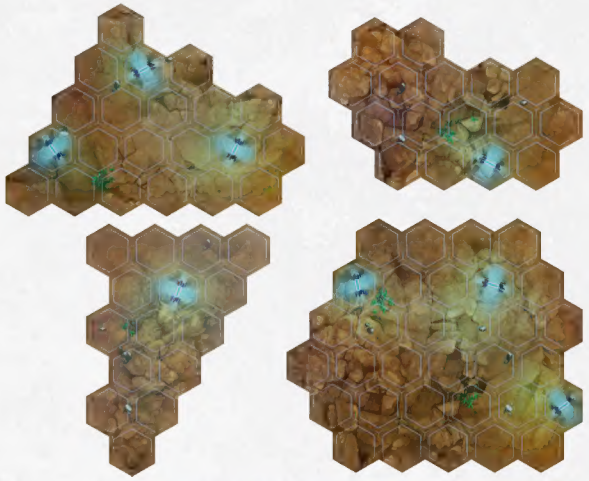
38 Glyphid miniatures

4 alternative primary weapon tokens

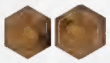
1 rulebook

1 mission book

4 character boards, one for each Dwarf



4 cave segments of various sizes

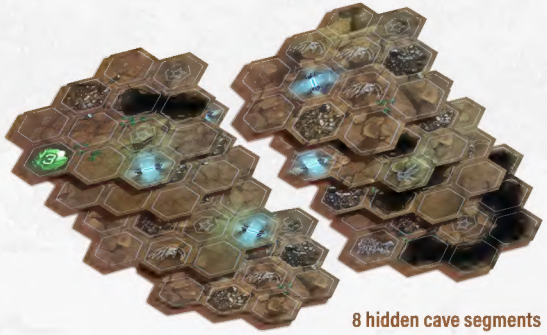


24 single space cave segments

2 Glyphid tunnel exit pieces, numbered 1 and 2

1 drop pod (with a cave segment on its back)

24 pickup tokens: 4 Loot Bugs, 2 red sugar, 3 barley bulbs, 5 apoca blooms, 5 alien eggs, 5 alien fossils

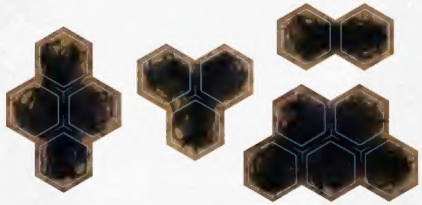


8 hidden cave segments

25 health cubes

15 damage cubes

Ammo tokens: 25 primary ammo and 20 secondary ammo



4 deep pit segments (1 of which has a mine head on its back)

14 custom dice

10 special condition tokens: 3 stunned, 4 frozen, 3 webbed

10 weapon upgrade tokens

1 swarm threat track token

27 other tokens: 1 proximity bomb, 1 satchel charge, 1 L.U.R.E. bomb, 1 inhibitor field, 1 shield, 3 stalagmites, 6 flames, 2 flares, 6 platforms, 2 !-tokens, 3 ziplines

OVERVIEW

CHOOSE A MISSION AND SET UP THE BOARD

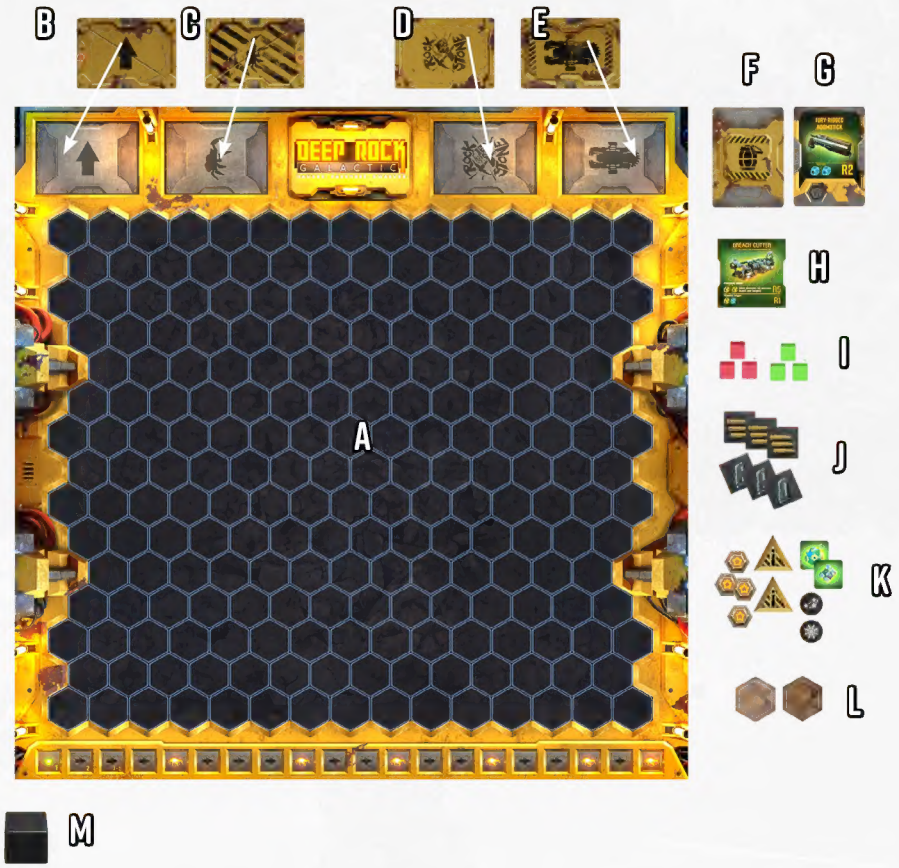
DEPLOY YOUR DWARVES

WORK TOGETHER AND FIGHT YOUR WAY THROUGH THE CAVES

COLLECT VALUABLE RESOURCES

GET BACK TO THE POD BEFORE TIME RUNS OUT

MAP SETUP



Place the main board (A) in the center of the table. Shuffle the event (B), swarm (C), Rock 'n' Stone (D), and supply pod (E) decks and place them face down on their matching spaces at the top of the board. Shuffle the throwables deck (F) and place it face down near the board. Place the secondary weapons deck (G) face up near the board: there's no need to shuffle it. Make sure there's room for separate discard piles next to all the decks. Separate the following components and place them in piles near the board: primary weapon tokens (H), health and damage cubes (I), ammo tokens (J), and a smaller pile with all remaining tokens (K). Place the single cave segments (L) next to the board. Finally, choose a hazard level and place the swarm threat marker on the corresponding space of the swarm threat track (M).

MISSION SETUP

SELECT A MISSION

Select a mission from the mission book. It will describe how to set up the map and provide you with one or more objectives. If this is your first game of Deep Rock Galactic, we suggest selecting **Mission 1: New Darkness, New Fortunes**.

OBJECTIVES

Your goal is to complete the objectives described on the mission page. You will all win or lose together. Missions are usually won when you have collectively completed the objectives and moved your Dwarf miniatures aboard the drop pod for safe evacuation. The mission is lost if the swarm threat marker is on the final space of its track and needs to advance, or if all Dwarves are unconscious at the same time.

HAZARD LEVEL

Before the game starts, players must agree on a **hazard level**, which determines the difficulty of the game. Missions can be played on 5 hazard levels: **hazard 1** is the easiest, and **hazard 5** is the hardest. We only recommend trying hazard 5 after you've gathered some experience and are looking for an intense challenge.

Place the swarm threat marker on the appropriate numbered space of the swarm threat track, depending on the chosen hazard level. For example, if the players agree on hazard 4, the threat token starts on the "3 - 5" space. Higher difficulty levels also come with an extra bit of setup:

Hazard 4 and 5: place an additional Grunt at each tunnel exit at the start of the game.
Hazard 5: Grunts are now stronger. When attacking, they also deal 1 damage on a [!] result.

FLARE SYMBOLS & PICKUP TOKENS

During setup, each revealed cave segment on the map will show a number of flare symbols. Each hidden cave segment shows exactly 1 flare symbol. Refer to the mission book to determine which flare symbols your mission contains, then randomly place 1 face-down pickup token on each flare symbol of the map. **Note:** hidden cave segments can also show 1 or more weapon upgrade symbols. Place a random face-down weapon upgrade token here as soon as the cave is revealed. Pickup tokens do not block movement and cannot be destroyed. If your Dwarf moves into a space adjacent to a pickup token, flip it over. When you move into a space that contains a pickup token, you may collect it. Some pickup tokens show a pickaxe symbol. This means you need to carry out a separate pickaxe action in order to collect them. However, you can collect these tokens **directly from their space** or **from an adjacent space**.

Loot Bug. A harmless creature with a great appetite for minerals, which makes it an easy prey for Dwarves who are mining nearby. See 'Pickaxe' (page 16) to discover how to harvest Loot Bugs.

Barley bulb. Used to brew all kinds of tasty beverages back at the Abyss Bar. When you collect a barley bulb, draw a Rock 'n' Stone card for yourself and then discard the token.

Apoca blooms. White, faintly-glowing, petaled flowers that are valuable to Management. Some missions mention collecting them as an objective. When you collect them, add them to the shared supply space.

Alien egg. These large, olive-green, ovoid eggs are highly sought after, so some missions mention collecting them as an objective. See 'Pickaxe' (page 16) to discover how to harvest alien eggs.

Red sugar. A glowing, deep red, mineral-like resource with rejuvenating qualities. See 'Pickaxe' (page 16) to discover how to harvest red sugar.

Alien fossil. Alien fossils resemble a prehistoric ammonite. Some missions mention collecting them as an objective. When you collect them, add them to the shared supply space.

Weapon upgrades. When you collect an upgrade token, attach it to an empty upgrade slot on either of your weapons. If there are no slots available, you may discard and replace one of your existing tokens. If you choose not to attach the token, you may still collect it. Keep it on your player board until you decide to exchange supplies with another Dwarf. See 'Weapon Upgrades' (page 15) for a detailed explanation of the upgrade tokens.

PLAYER SETUP

Each player chooses a **Dwarf miniature** and takes the corresponding Dwarf character board. Your character board shows a picture of your Dwarf (A), his class symbol (B), and his default primary weapon (C). Place 5 primary ammo tokens in the column to the left of your primary weapon (D).

If you left the safety of the orbital space rig and went into the tunnels now, you'd almost certainly die. To better equip yourself, take any secondary weapon from the secondary weapons deck. Place it to the right of your character (E) and load it with 3 secondary ammo tokens (F). The overclocked (red) side of your secondary weapon should be facing down. **Note**: if you're not sure which weapon to pick, we recommend choosing a secondary weapon that shows dice that are different from those on your primary weapon. Place 5 health cubes on the health bar below your portrait (G). Draw 1 Rock 'n' Stone card and 1 throwables card and place them face-up to the right (H) and left (I) of your character board respectively. Finally, each character will receive special components depending on their class:

ENGINEER
The sentry gun and platform tokens

GUNNER
The shield token and 3 zipline tokens

SCOUT
2 flare tokens

DRILLER
6 flame tokens

The player who can yell "Rock 'n' Stone" in the most convincing manner will be the starting player. Place the Dwarf miniatures on their corresponding spaces of the drop pod tile: it's time to descend into the caves. **Rock 'n' Stone, brothers!**

TURN OVERVIEW

Players take turns in clockwise order. A turn consists of two consecutive phases: an action phase and an event phase.

During the action phase, you select and carry out up to 3 actions from the list below. You may carry out your actions in any order, and you may select the same action multiple times. You may also end your turn at any point without taking all 3 actions.

- Move, page 12
- Attack, page 13
- Pickaxe, page 16
- Throwable, page 18
- Overclock Secondary Weapon, page 19
- Resupply, page 20
- Exchange Supplies, page 21
- Assist/Revive, page 21
- Play Rock 'n' Stone Cards (free), page 21

During the event phase, draw the top card from the event deck and carry out its instructions.

Now your turn is over, and play passes to the player on your left. Aside from this list, each Dwarf has unique class-based actions they can carry out. See 'The Dwarves' (page 28).

ACTIONS

1. MOVE

Using the move action, you can move your Dwarf up to 3 spaces (hexagons) on the map. The following rules apply when you're on the move:

- You may not move into walls (the dark spaces of the board) or stalagmites
- You may not move into spaces containing a creature miniature
- You may not move into a deep pit space
- You may move into empty cave or drop pod spaces, or a space containing a pickup token or weapon upgrade token
- You may move through other Dwarves, the sentry gun, a tunnel exit or the supply pod, but you may not end your movement in such spaces.

As soon as all Dwarves have exited the drop pod, flip the drop pod's tile to reveal the cave floor. These spaces are treated like normal ground spaces. The drop pod will return later (see 'End of the Game', page 27). Make a mental note of the location of the drop pod's landing spot, as you will need it later.

MOVE EXAMPLE

The engineer (yellow) can spend 1 action to move up to 3 spaces.

He may move through the Driller, the tunnel exit and the sentry gun, but may not end his movement there.

He may move through the space containing the Loot Bug, and even end his movement there. He may not move through the Glyphid Grunt or the stalagmites, nor cross the deep pit space.

2. ATTACK

RANGE & LINE OF SIGHT

When attacking, the targeted space must be within range of your weapon, and within your line of sight. Here's how both of these criteria are defined:

Range determines the maximum distance your weapon can shoot, counted in spaces and following the shortest path. For example, an R1 weapon can only hit a target 1 space away (adjacent to you).

Line of sight is determined by drawing an imaginary straight line between **any part of your Dwarf´s current space** and **any part of the target space**. If this line crosses or touches a hexagon containing a creature, a standing Dwarf, a cave wall, flames, or stalagmites, that's where your line of sight ends.

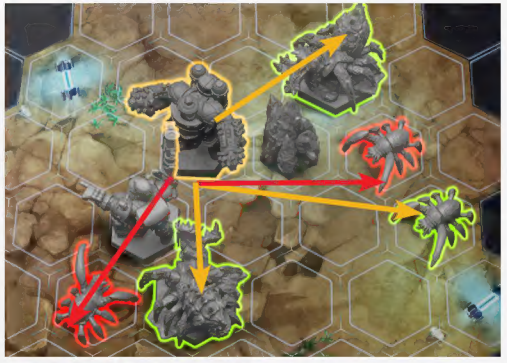
Notes:

- **All Dwarves and creatures** follow the same rules for range and line of sight;
- Grunts are too small to block the line of sight of Dwarves or other creatures;
- A Dwarf that's lying down or unconscious does not block line of sight;
- BOSCO, the supply pod and the sentry gun do not block line of sight.

ATTACK EXAMPLE

In this example, the Driller (yellow) is unable to shoot the Grunt behind the Engineer or the one behind the stalagmite, because he doesn't have line of sight.

Both Web Spitters, as well as the third Grunt, are within range and line of sight of the Driller, so he can attack them. His flamethrower has a range of 3.



ACTIONS & AMMO

Firing your weapon requires **1 action and 1 ammo**. Your primary weapon needs primary ammo, and your secondary weapon uses secondary ammo. If your weapon is out of ammo, you can always use your pickaxe (more on that later). Discard spent ammo to the general

supply, and select the targeted area according to your weapon's ability. If your weapon has several activation options, choose which ability you want to use. Once you've discarded your ammo, chosen your target space, and determined that you are within range and have line of sight, it's time to roll the dice. Grab the color and number of dice depicted on your weapon, give them a good shake, and let 'em fly! Even though the dice have different colors and symbols, most of them work in the same way: they either hit or miss. If the die face shows two identical symbols, it counts as two hits. **Note**: The drop pod is shielded by heavy armor. Dwarves inside the drop pod are able to attack outside creatures, but the Dwarves cannot be attacked as long as they're inside.

ASSIGNING HITS

After rolling your dice, assign one of them to the targeted space. The first die you assign must be a hit. You may assign the next die (hit or miss) to the same space or an adjacent space that is also within line of sight. If you rolled a third die, you may assign it to either of the previous spaces or any adjacent spaces, provided that the third space is also within line of sight.

Sometimes a die will show a double hit. In that case, you must assign **both hits to the same target**. As a general rule, you always assign dice, not hits. The only exception to this is the pickaxe: you **are** allowed to split double pickaxe hits. All hits deal 1 damage, with the exception of the 'scare' result, which deals no damage. Weapons with stun or freeze attacks must roll hits to apply their effect. The effect is applied even if the creature has resistance against the weapon type. If you rolled all blanks, your aim was seriously off. Probably had one too many at the Abyss Bar last night. Too bad, you still have to pay 1 ammo.

ASSIGNING HITS EXAMPLE

The Driller (yellow) wants to eliminate the nearby Grunts, so he spends 1 action and 1 primary ammo to fire his flamethrower. He rolls 3 dice and gets a double flame hit, a single flame hit, and a blank result. He's unable to target the topmost Grunt, because the stalagmite interrupts his line of sight.

The Driller decides to assign the double hit to the middle Grunt. Even though 1 flame symbol is enough to kill it, the die result cannot be divided across multiple spaces. He assigns the blank result to the space below the center Grunt, and uses the damage on the third die to kill the bottom Grunt.

WEAPON EFFECTS (DIE RESULTS)

Pickaxe. Deals 1 damage to an adjacent target. Can also be used to carve out tunnels, destroy stalagmites, or mine adjacent minerals or eggs.

Bullet. Standard ammo type for smaller caliber weapons and the Gunner's minigun. Deals 1 damage to the target.

Armor-piercing round. Almost unstoppable. Deals 1 damage to the target.

Flame. Used by the flamethrower and some throwables. Deals 1 damage to the target.

Explosion. Affects 1 or multiple spaces. Choose your blast area and deal 1 damage to each target within it. Watch out for friendly fire: explosions also damage Dwarves!

Scare. Move any affected creatures up to 2 spaces away from the source of the effect (with the exception of immobile creatures). The symbol deals no damage. A Glyphid Exploder can use it to scare off adjacent creatures, but Dwarves are not affected by this symbol. Creatures resistant to explosive damage are still scared off by this symbol.

WEAPON UPGRADES

Choose 1 die result for each attack. The damage on that die is doubled. If you double the 'scare' effect, you may move the affected creatures up to 4 spaces instead of 2.

Ignore any resistance the targeted creature(s) may have against this weapon type. All damage applies.

This weapon's range is increased by 1.

You may reroll 1 die for each attack, but you must keep the new result.

This weapon hits creatures with a 'stunned' effect. See 'Various Effects' (page 38).

After rolling for normal damage, roll a bonus explosion die.

After rolling for normal damage, roll a bonus flame die.

After rolling for normal damage, roll a bonus armor-piercing die.

After rolling for normal damage, roll a bonus bullet die. If it hits, apply the 'stunned' effect to the target that was assigned the bullet hit.

This weapon can use primary ammo, secondary ammo, or a combination of both.

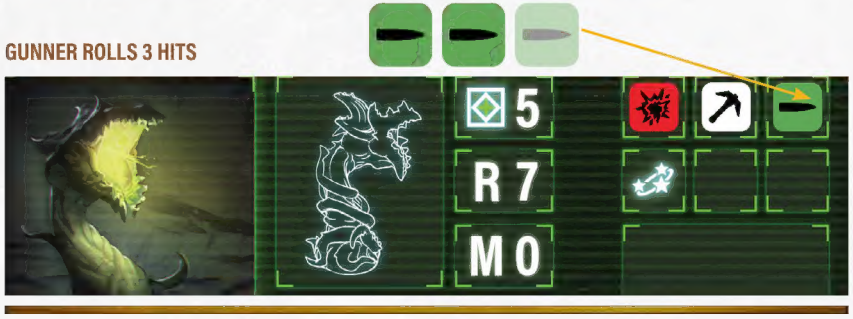
RESISTANCE

Most creatures have some type of **resistance** that shields them from specific attacks. When assigning damage to a creature, first look at the number of successful hits you rolled, then deduct the creature's resistance level. All additional hits are applied.

RESISTANCE EXAMPLE

In this example, the Gunner rolls 3 bullet damage. The Spitball Infector has 1 point of resistance against bullets, so it suffers 2 damage and survives with 3 health remaining.

GUNNER ROLLS 3 HITS



DAMAGE

Whenever you successfully deal damage to a creature, place the appropriate amount of damage tokens next to its miniature. Each damage token reduces the creature's health by one. When a creature has zero health remaining, remove its miniature from the board. Killing a Spitball Infector, Praetorian or Oppressor also allows the active Dwarf to immediately draw a Rock 'n' Stone card. The card symbol next to these creatures on the **Hostile Creatures of Hoxxes IV sheet** (henceforth the 'hostile creatures sheet') serves as a reminder for this.

3. PICKAXE

Swinging your trusty pickaxe around is a key skill as a mining Dwarf. After all, you're here to dig for minerals! But only a fool would deny that the pickaxe is the most versatile item in your inventory. Look at all the stuff it can do!

- **Mining**. Collect a mineral from an adjacent wall;
- **Farming**. Harvest a Loot Bug, red sugar, or alien egg on your space or an adjacent space;
- **Self-defense**. Attack a creature on an adjacent space;
- **Landscaping**. Dig out a passage by destroying a wall adjacent to your space;
- **Interior design**. Destroy a stalagmite adjacent to your space.

When you spend an action to use your pickaxe, roll the white die to see how many successful chops you perform during this action. Each pickaxe symbol equals 1 hit, and each hit can be spent to carry out any of the pickaxe actions. You may spend the hits on the same action multiple times, **or spread them across different actions**.

MINING

Whack the wall and collect the reward. Collected minerals are immediately placed in the **M.U.L.E.** (Mining Utility Lift Engine), which is represented on the board by the shared supply space with the Deep Rock Galactic logo. You can use the collected minerals immediately or store them for later use, and you'll also need them to complete the mission objective. Aquarqs are a special type of mineral. Each Dwarf can only carry 1 Aquarq at a time, and you need to drop them off at a **mine head** (a specific drop point in missions without the M.U.L.E.). When you drop them off, add them to the shared supply space.

Note: when you chop a mineral from a wall, place a single space cave segment on the wall segment to indicate it has been carved out and is now open for passage.

FARMING

Whack a pickup token and collect its contents. You can gather three types of unknown pickup tokens (Loot Bugs, red sugar, and alien eggs). You can collect them directly from their space, or from any adjacent space by applying a single pickaxe chop. Each token provides an immediate benefit, and is then discarded:

- **Loot Bugs**. Gain 1 gold, then roll the mineral die and collect the mineral it shows;

  Gold Nitra
- **Red sugar**. Heals up to 3 health. If you can't take all the health, any excess health cubes are left on the space. Any Dwarf can walk over it to collect it;
- **Alien egg**. Add the egg to the shared supply space. The Glyphids don't appreciate you stealing their eggs. For each revealed tunnel exit, roll 2 creature dice. Place 1 Grunt at the corresponding tunnel exit for each [!] rolled.

SELF-DEFENSE

Whack a Glyphid (preferably with the pointy end) if you run out of ammo, or because you're conserving ammo, or just because it feels more rewarding! Each hit will deal 1 damage just like any other weapon, but you'll have to get close to the enemy. The creature must be adjacent, and you need to check for any resistance against the pickaxe, just like you would for regular ammo. In contrast to other weapons, you are allowed to split up double pickaxe hits.

LANDSCAPING

Whack a wall you're standing next to and carve out a path. Place a single cave segment on the adjacent wall, indicating that this is now an open space connected to the cave you are currently in (and possibly other adjacent caves). If you destroy a wall connected to a hidden cave segment, that cave is immediately revealed. Flip it to its revealed side, making sure the cave maintains its shape and original placement. Next, add the miniatures and tokens that are depicted on its front side.

INTERIOR DESIGN

Whack a stalagmite to redecorate the cave. You must be adjacent to the stalagmite, then remove it with a pickaxe hit. Stalagmites block line of sight, and they also block movement for everybody **except flying creatures, BOSCO and the Scout**. However, some of them conceal valuable minerals! After you've successfully destroyed a stalagmite, remove it from the board and roll the mineral die. If you roll a hit, collect the depicted mineral immediately and add it to the shared supply space.

PICKAXE EXAMPLE

In this example, the Driller (yellow) can use his pickaxe to either mine the Morkite, destroy the stalagmite, or destroy the wall to reveal a hidden cave. The Engineer (blue) can use his pickaxe to either kill the Grunt, destroy the stalagmite, destroy the wall or collect the Loot Bug.

If either of the Dwarves roll 2 pickaxe symbols, they can carry out any 2 of the actions mentioned above.

4. THROWABLE

Each Dwarf starts the game with 1 or more throwable cards, most of which are grenades. All throwables are **one-shot cards**: follow the text on the card, then place it in the throwables discard pile.

Throwables have a maximum range that shows how far a Dwarf can throw it. Some throwables require you to roll dice to deal damage, others have a negative effect that lasts until the affected creature is activated. To use a throwable, declare a target space within range and follow the text on the card. Your line of sight is **only blocked by walls**, not by objects or miniatures because you may throw in an arc. Some throwables have an area effect and affect multiple adjacent spaces, as indicated by the small diagram on the card. Only the space with the "T" symbol needs to be within range.

To determine the damage inflicted by a throwable, roll the dice. Add up their results and deal this amount of damage to everyone caught inside the blast area, **including Dwarves!**

Note: throwables can target both empty and occupied spaces in the caves. Some of them might even destroy walls or stalagmites, due to their blast radius.

THROWABLES EXAMPLE

In this example, the Engineer is able to damage all 3 creatures using his frag grenade, because he can trace a line of sight to at least 1 of the Grunts.

The Slasher is not within line of sight, but will be caught in the blast, since the Engineer may decide how to angle the 3 targeted spaces.

5. OVERCLOCK SECONDARY WEAPON

You can spend **1 action and 1 gold** from the shared supply to overclock your secondary weapon. Flip the weapon card to its overclocked side: it will stay that way for the rest of the game. An overclocked weapon comes with the upgrades shown on the weapon card. In addition, the symbols on the left side of the weapon card remind you that the top 2 secondary ammo slots on your character board (with a spiked frame) are now unlocked. Your secondary, overclocked weapon can now hold up to 5 ammo when reloading.

Note: overclocking does **not** give you extra ammo immediately.

6. RESUPPLY

When carrying out the resupply action, you can choose to either call down a new supply pod, or to collect supplies from a supply pod that's already on the board.

CALL DOWN A NEW SUPPLY POD

Spend **1 action and 3 Nitra** from the shared supply to instantly call down a supply pod.

Note: gold can be used to substitute Nitra.

This goodie box is filled to the brim with vital supplies in the form of medicine and ammo. Place the supply pod token on any empty ground space in the cave system, except tunnel exits or pits. Draw a supply pod card to discover the contents of the pod.

If the supply pod token is already in play, move it to its new location. Discard the previous supply pod card, along with any unclaimed supplies still on it. Finally, draw the top card from the supply pod deck, place it face up on the table, and place the new contents on the card.

COLLECT SUPPLIES

If you're adjacent to a supply pod, you can **spend 1 action** to collect supplies. You may not take more health or ammo from the supply pod card than you have room for on your character board. Once the last of its contents have been collected, remove the supply pod token from the board and discard the supply pod card.

RESUPPLY EXAMPLE

In this example, the Driller (yellow) spends 1 action, and pays 2 Nitra and 1 gold to call down a new supply pod. He can't place it next to himself, as there's no empty space available. Instead, he places it next to the Engineer (blue), so his companion doesn't have to move to get to it.

The Driller reveals a supply pod card: it contains 7 primary ammo, 4 secondary ammo and 1 health token. The contents are placed on the card, ready to be collected by adjacent Dwarves.

7. EXCHANGE SUPPLIES

Spend 1 action to freely exchange ammo, throwables, weapon upgrades and Rock 'n' Stone cards with any adjacent Dwarves. You cannot exchange health this way. You're allowed to exchange supplies with a Dwarf that's knocked over or unconscious.

8. ASSIST/REVIVE

It's not easy to topple a Dwarf, but it happens. He might have been knocked down, or fallen unconscious. In any case, he needs to get back up, because a Dwarf that's lying down can't carry out any actions.
Exception: you can still exchange supplies with a knocked over or unconscious Dwarf.

ASSIST (A DWARF THAT'S LYING DOWN)

You can crawl back to your feet by **spending 2 actions** in a single turn. However, it's easier to help an adjacent Dwarf back to his feet: this only costs **1 action**. Teamwork is everything!

REVIVE (AN UNCONSCIOUS DWARF)

A Dwarf that ran out of health isn't dead, he's just unconscious. If a Dwarf is unconscious at the start of his turn, advance the swarm threat marker by 1. Dwarves that are unconscious **skip their turn** and **don't draw an event card**. You can't revive yourself while unconscious, but you can spend **1 action** to revive an adjacent, unconscious Dwarf. The revived Dwarf stands back up and receives 1 health token.

9. PLAY ROCK 'N' STONE CARDS (FREE)

Rock 'n' Stone cards represent encouraging cries and morale boosts, which usually have a positive effect on your fellow Dwarves.

Playing a Rock 'n' Stone card is a free action. It doesn't count towards your 3 regular actions, which means you can play as many of them as you like on your turn. In fact, you can even play them during another player's turn. However, you can't play them while a creature is moving or attacking, unless the card says otherwise. Rock 'n' Stone cards are **one-shot cards**. After you've played one, discard it to the Rock 'n' Stone discard pile. Most cards will affect another Dwarf, but sometimes also your own.

Note: in a solo game with only BOSCO and 1 Dwarf, you may play Rock 'n' Stone cards on yourself, no matter what the card says. Just go ahead and give yourself an encouraging pat on the back.

EVENT CARDS

When your action phase is over, you must draw an event card. Unconscious Dwarves, and Dwarves aboard the drop pod (after the objectives have been met) don't draw an event card at the end of their turn. Unconscious Dwarves will instead **cause the swarm threat marker to advance by 1.** Event cards represent all of the unknown—and usually dangerous—events that can occur inside a hostile cave system. Often they will instruct you to spawn and/or move hostile creatures, or to advance the swarm threat marker. Other event cards represent special events that can be either good or bad. Some cards require the player who drew the card to carry out a specific task or an optional action.

In any case, after carrying out the instructions on the card, place it on the event card discard pile. If the draw pile of event cards runs out, shuffle the event card discard pile to form a new draw pile.

COMMON EVENTS

MISSION SPECIFIC EVENTS

These have circumstantial effects based on the current mission. Read the corresponding text in the mission description to see what happens.

OPTIONAL EVENTS

These offer the active Dwarf a choice of one or more options. Most optional events require you to be on your feet. In that case, the event is ignored if you're lying down.

SWARM THREAT EVENTS

Some event cards will instruct you to increase the swarm threat by 1 or 2. To do so, move the swarm threat marker 1 or 2 spaces to the right on the swarm threat track. If the marker reaches a space with a creature symbol, a **swarm** is triggered. Flip over the top swarm card, place the creatures as the card dictates, then activate all creatures. Some event cards instruct you to reveal 2 swarm cards simultaneously. In that case, place the creatures 1 card at a time. Once the creatures from both cards have been placed, all creatures activate! Since this also includes all the new ones, it's generally a good idea to stay clear of the tunnel exits when a swarm is about to occur.

SPAWNING EVENTS

Some event cards instruct you to place new creatures at specific tunnel exits. Tunnel exits are where the creatures emerge from their lairs; they're not a way out of the cave system. All missions have two tunnel exits, and one of the hidden cave segments features a third. If an event card instructs you to place creatures at tunnel exit 3 but that exit currently isn't on the board, ignore that command. When creatures spawn at a tunnel exit, always place them as close as possible to that exit. Often, several spaces will be available. In that case, place them on the spaces closest to the nearest Dwarf. If there are still multiple options, the active Dwarf decides where to place the creatures.

Exception: the 'Rapid Spitballer Growth' card instructs you to place a Spitballer on an empty ground space within 3 spaces of the drop pod's landing spot, even if the drop pod is currently unavailable.

If a card instructs you to spawn a certain creature but all creatures of that type are already on the board, instead spawn 1 Grunt for each creature you couldn't place.

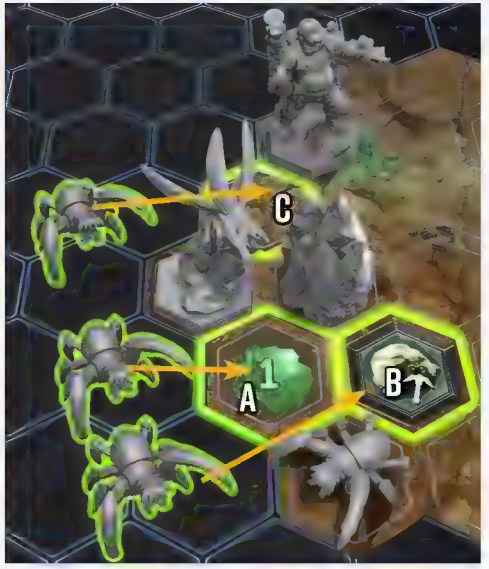
If by doing so you also happen to run out of Grunts, don't spawn anything else. Looks like you have enough to worry about already!

SPAWNING CREATURES EXAMPLE

In this example, an event card instructs you to place 3 Grunts at tunnel exit 1.

The first one (A) will always be placed on the tunnel exit itself, provided it's empty. The second one (B) is placed on the space with the Loot Bug, as it's the only available space adjacent to the exit.

The third Grunt (C) will have to be placed further out: 2 spaces from the exit and then as close as possible to the nearest Dwarf. We highlighted the topmost space, adjacent to the Engineer, but you could have also chosen the space to the right of it, since both spaces are at an equal distance from the exit and next to the Dwarf.



REACTION EVENTS

Some event cards cause an unseen enemy to attack you, but allow your allies (including BOSCO and the sentry gun) to carry out a **reaction attack** first. Any other standing Dwarves (not you) are allowed to interrupt the enemy and help you out. Allies within range and line of

sight of your Dwarf may immediately carry out 1 attack each, in turn order. If the event card instructs you to spawn a creature, that creature needs to be within range and line of sight of the supporting Dwarves instead (not necessarily your Dwarf). For this attack, the supporting Dwarves are only allowed to use **ranged weapons** that cost a **single action** to use. They **do not spend any actions on this attack**, but they must still spend the required ammo.

In some cases, a single hit of any type will suffice to eliminate the threat. In other cases (like with 'A Slasher Emerges'), a hit from a reaction attack might only injure the creature.

The reacting Dwarves are allowed to carry over any additional damage from the attack to adjacent creatures (for example, when rolling multiple hits with a flamethrower). If the creature dies before each player has had a chance to react, the remaining players do not get to react.

ACTIVATION EVENTS

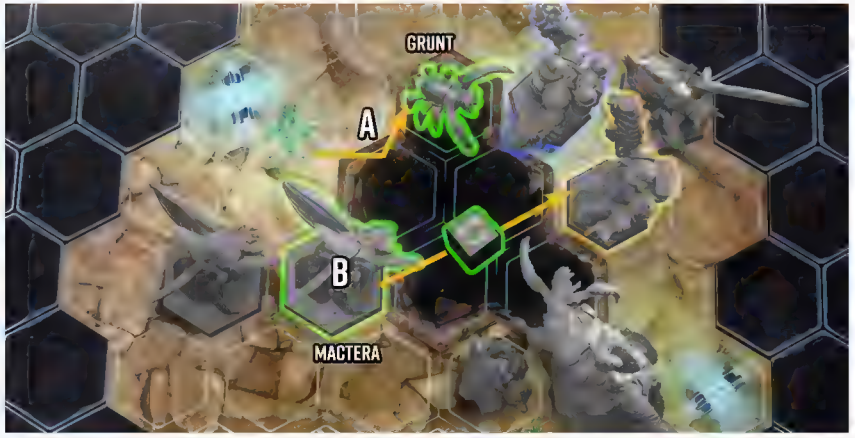
Some event cards activate the creatures. Creatures activated this way will **either move or attack, but not both (unless specified)**. Refer to the hostile creatures sheet: start with Grunts, and go down the list. Activate each creature according to the following rules:

- Creatures are always activated from top to bottom on the list, starting with Grunts, even if it means some creatures will block the way for others later;
- If possible, creatures will always attack instead of moving. Roll the number of dice shown on the hostile creatures sheet and apply their effects;
- If there's no Dwarf within range and line of sight, if possible the creature will move instead, to try and get closer to the nearest Dwarf. Creatures that are out of range **end their movement as soon as they're in range**;
- If several Dwarves are at the same distance, creatures always go after the Dwarf that most recently took a turn;
- Creatures can move through caves just like Dwarves, but they can also enter deep pit spaces. They don't jump over the pit, but crawl along the sides instead. They can also end their turn on a deep pit space;
- Creatures may pass through spaces containing other creatures, but not Dwarves;
- Creatures must end their move on an empty space, which also includes tunnel exits and deep pits:
- If no direct path is available to get closer to the target, the creature will take a longer path. If that's not possible either, the creature doesn't move;
- Creatures cannot move into the drop pod, and they can't attack it. They will choose another target instead;
- If there are multiple creatures of the same type, the one closest to a Dwarf activates first. If several creatures are closest to a Dwarf, the active Dwarf decides which creature to activate first.

ACTIVATING CREATURES EXAMPLE

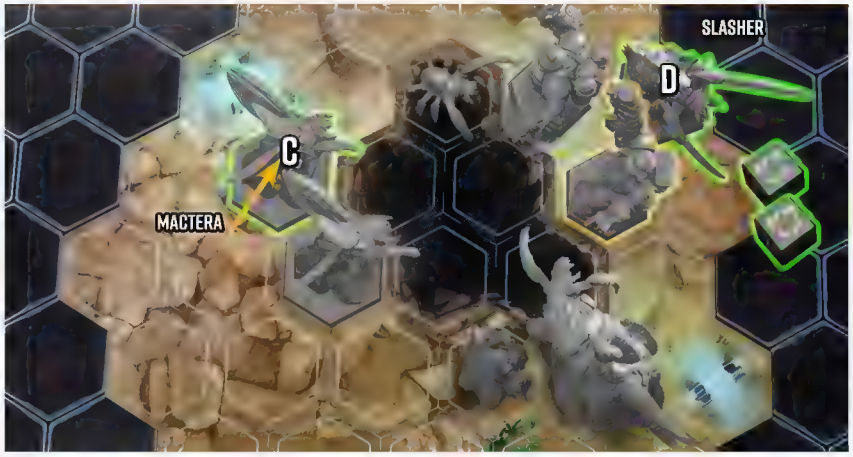
In this example, the Engineer (yellow) drew an event card that activates all creatures on the board. The board contains 1 Grunt, 2 Mactera Spawns, 1 Slasher and 1 Brood Nexus. They will be activated in this order, as this is the order they are listed in on the hostile creatures sheet.

The Grunt (A) only has 1 range, so it can't attack this time. Instead, it will move 2 spaces towards the nearest Dwarf. In this case, that's the Driller (blue), because creatures can't leap over deep pits: they crawl along the sides instead. Next, the Mactera Spawns activate. The front one (B) is within range of both Dwarves, but attacks the Engineer, because that player took their turn most recently. It deals 1 point of damage.



ACTIVATING CREATURES EXAMPLE

The second Mactera (C) is not within range. It moves 1 space, to the space where the Grunt was earlier, and stops there. It doesn't move the full distance, as it's now within range of the nearest Dwarf. Next, the Slasher (D) attacks, because it's already within range of both Dwarves. It will attack the Engineer. The Slasher deals 2 damage.



Finally, the Brood Nexus (E) activates, which never moves or attacks. Instead, roll 2 dice to see how many Grunts it spawns, if any. In this case, 1 [!] was rolled, which means 1 Grunt (F) spawns next to the Brood Nexus, closest to the nearest Dwarf (the Engineer). This Grunt will not activate, as Grunts are higher up on the hostile creatures sheet and were already activated during this event.

END OF THE GAME

As soon as all objectives have been met, the drop pod returns from orbit to pick up the Dwarves. Flip its cave segment back over to make the drop pod reappear. Any creatures or objects that were on this cave segment are crushed by the drop pod and removed. Any Dwarves that are standing on the cave segment when the drop pod lands jump to safety at the last moment. Move them to the nearest empty space next to the drop pod and knock them over.

A mission can end in a win or a loss for the Dwarven team:

- If all the mission objectives were met and all Dwarves have safely made it back to the drop pod (they don't need to end on their own space), the mission is a success;
- If at any point all Dwarves are unconscious at the same time (i.e. everyone ran out of health), the mission fails;
- If an event card instructs you to move the swarm threat token, but the token is already on the final spot of the swarm threat track, time runs out and the mission fails;
- If you need to advance the swarm threat token, but it's already on the final space of the threat track, the mission is a modest success if at least 1 Dwarf made it onto the drop pod. This distinction is particularly important when playing the 'Deep Dive Campaign' variant (page 33).

If the mission was a **success**, congratulate yourselves on your achievement and your collaborative skills. Feel free to reset the game and try another mission!

If the mission was **lost**, don't despair! Drown your sorrows with a sturdy brew at the Abyss Bar and discuss your strategy for the next time your team embarks on this mission. Reset the mission and try again, maybe with an easier hazard level. Of course you can always try your luck on a different mission!

THE DWARVES

Deep Rock Galactic would be nothing without its 4 heroes: the **Driller, Gunner, Engineer** and **Scout**! Each player represents one of these unique Dwarven classes. Below is a description of each, as well as their individual skills and gear.

THE SCOUT

The Scout is the most mobile of the Dwarves, as he is both light-footed and carries his own grappling hook to easily cross deep pits. The Scout also packs a flare gun for lighting up distant areas, and the M-1000 rifle for deadly precision at long range.

SKILLS 'N' GEAR

Light-footed. At the end of a move action, the Scout may carry out a ranged (or throwable) attack. This doesn't cost an action, but you must still pay ammo. You can't use this skill when firing the M-1000's Aimed shot.

Grappling Hook. The Scout can move through creatures, stalagmites and deep pits without issue, but can't end his move on them. You're still limited to 3 spaces per movement, including deep pit and creature spaces.

Flare Shot. Spend 1 action to place 1 flare token on any space within line of sight (empty or occupied). Dwarves may reroll 1 die per attack against any creature that is on or next to the space with the flare token. Take the flare token back at the start of your next turn. Flares do not block movement or line of sight.

PRIMARY WEAPON

The Scout is equipped with the M-1000 long range rifle, dealing deadly, armor-piercing damage from afar.

Regular Shot. Spend 1 action and 1 ammo. Range: 6 spaces.

Aimed Shot. Spend 2 actions and 1 ammo, but **roll two** dice and apply both results to the same target. Range: 8 spaces.

THE DRILLER

The Driller can move through any obstacle effortlessly, thanks to his twin power drills. He also carries a menacing flamethrower, for a hot 'n' spicy kind of crowd control.

SKILLS 'N' GEAR

Power Drill. The Driller destroys wall spaces and stalagmites automatically while he's on the move. As soon as you destroy an obstacle, remove it from the map. Your move action ends **on its space**. Don't roll the mineral die when you destroy a stalagmite: anything and everything inside of it gets pulverized by your dual mammoths. You're unable to drill into walls containing minerals.

Drill Attack. Ignore any pickaxe resistance the target creature might have.

PRIMARY WEAPON

The Driller handles a powerful but short-ranged flamethrower. It has 2 firing modes: the crispy fire haze and the defensive flaming ground.

Fire Haze. Spend 1 action and 1 ammo to roll 3 flame dice. Range: 3 spaces.

Flaming Ground. Up to twice per turn, spend 1 action and 1 ammo to roll 2 flame dice and set the ground ablaze. Range: 3 spaces. Remove any killed creatures, then place up to 3 flame tokens on spaces within 3 range. The first token is placed on the space you initially targeted, unless it still contains a creature - if so, place the token on a on an empty, adjacent space. If that is not possible, do not place the first token. The remaining tokens are placed on connected, empty spaces where it is legal for creatures to stop their movement. Flame tokens block creatures' movement and line of sight. If a creature can only be spawned on a flame token, remove the token and deal 1 fire damage to the creature (check for resistance first). Take back all flame tokens at the start of your next turn. Dwarves suffer 1 damage if they move into one or more flame token spaces on their turn.

DRILLER EXAMPLE

The Driller spends 1 action and 1 primary ammo to use the Flaming Ground. He targets the Slasher and rolls 2 dice, which results in two hits. This only wounds the Slasher, which has 1 fire resistance. The ground now catches fire. The Driller places down 3 flame tokens, starting at the space adjacent to the Slasher, as it's still alive. He uses the 2 remaining tokens to block the Mactera's line of sight, which prevents it from attacking him directly if activated.

THE GUNNER

The Gunner carries a triple-barreled minigun capable of taking down entire swarms of enemies. He is also equipped with ziplines, which are great for creating fast connections across deep pits. Finally, the Gunner can deploy a stationary shield to protect himself and those around him.

SKILLS 'N' GEAR

Zipline Launcher. When next to a deep pit, you can spend 1 action to place 1 or more zipline tokens on empty spaces across the pit, in a straight line from the Gunner's location.
Any Dwarf can use the move action to move up or down a deployed zipline. This always counts as 1 space of movement, regardless of how long the zipline is. However, you can't end your movement on a zipline. The Gunner may choose to take back previously placed ziplines before placing down new ones.

Shield Generator. Spend 1 action to place the shield token on your space or on an empty space next to you. The shield protects all Dwarves on its space and on any adjacent spaces. It can withstand attacks from all types of creatures, even leeches, grabbers and other aerial surprises. Attacks will still happen, but will not affect shielded Dwarves. Take back the shield token at the start of your next turn, or at the end of a turn in which creatures attempted to attack the shielded Dwarves. If you move while shielded, the shield token stays on its space. The shielded spaces continue to protect against creatures' movements and attacks.

PRIMARY WEAPON

The massive minigun can fire bursts in a sustained salvo.

Burst. Spend 1 action and 1 ammo to roll 3 bullet dice. Range: 5 spaces.

Successive attacks with the minigun are free actions if carried out immediately after firing a burst. You still have to pay ammo, but each successive attack after the initial burst allows you to roll 3 additional bullet dice against the same or different targets.

GUNNER ZIPLINE EXAMPLE

The Gunner wants to reach the unknown pickup token across the deep pit. He spends 1 action to place down 2 connecting zipline tokens, starting with the space next to him. Because ziplining across the deep pit only takes up 1 movement space, he is able to move across and reach the space next to the pickup token in a single move action.

THE ENGINEER

The **Engineer** can help the Dwarves to stand their ground by installing his automatic sentry gun. He also carries a devastating grenade launcher, and a platform gun that can be used to bridge deep pits.

SKILLS 'N' GEAR

Sentry Gun. Spend 1 action and 1 ammo to place the sentry gun on an adjacent empty space. It does not block movement or attacks, but nothing can end its movement on the space containing the sentry gun. Creatures will only prioritize attacking the sentry gun if all Dwarves are further away. It has 1 health, which means it's destroyed and returned to the Engineer as soon as it takes damage.

The Engineer always has the option of relocating the sentry gun, even if the old one wasn't destroyed yet. Spend **1 action and 1 ammo** to move the sentry gun to its new location. When a creature is either activated, placed, or moved into a space **within 3 spaces** of the turret, **roll 1 bullet die** and check for resistance. The turret only fires 1 shot per creature per event or swarm phase, even if the creature moves several spaces or gets to both move and attack. Firing the sentry gun does not require spending an action, and it doesn't use any ammo.

Platform Gun. The platform gun is not a weapon: it generates platforms that are stable enough to walk on. Spend 1 action to place any number of platforms on deep pit spaces within your line of sight. It doesn't matter if these spaces have creatures on them. Platforms can be used by Dwarves and creatures alike. If you shoot more platforms than you have tokens remaining, you may relocate a previously placed platform, provided it's empty.

PRIMARY WEAPON

The Engineer packs a mighty **grenade launcher,** which can shoot over obstacles (except walls) to strike targets on the other side. It comes with 2 modes.

High Explosive Grenade. Spend 1 action to target 1 space within **4 spaces** of your current location, then target 2 spaces adjacent to it, creating a triangle of 3 hexagons. Roll the explosive die and apply its effects to any creatures **and Dwarves** on the affected spaces. One side of the explosive die shows a 'scare' symbol. When rolled, all creatures inside the affected spaces move up to 2 spaces away from the targeted space and the shooter, if possible. Dwarves are fearless and are not affected by the 'scare' symbol.

Armor Piercing Grenade
This focused attack can only hit a single creature on a single space. Spend 1 action to roll 2 explosive dice and choose 1 to apply. Range: 4 spaces.

VARIANTS

SOLO MODE

In solo mode, you can choose to play with one Dwarf and **BOSCO**, or to control multiple Dwarves as if you were playing a multiplayer game. If you're playing with multiple Dwarves, you must manage their player boards and resources separately, and also activate the Dwarves separately, one at a time. If you're playing with BOSCO, place its token on any empty ground space adjacent to the drop pod during setup. BOSCO is a useful sidekick, because it **cannot be attacked** by creatures and **never runs out of ammo**. BOSCO does not block movement or line of sight, and can't pick up minerals or tokens. However, it can be used to dig out hidden caves and reveal the creatures that dwell within. If it's within range, BOSCO can provide combat support using **reaction attacks**, just like any other Dwarf.

Note: In a solo game with only BOSCO and 1 Dwarf, you may play Rock 'n' Stone cards on yourself, no matter what the card says.

After you've carried out your 3 actions **but before you draw an event card**, Bosco will carry out 2 actions from the following list (you may choose the same action twice):

MOVE

Move BOSCO up to 3 spaces. BOSCO is a flying robot, which means it ignores deep pits, creatures, Dwarves, and stalagmites. However, it cannot end its move on them.

PICKAXE

You can use BOSCO's pickaxe on adjacent walls, stalagmites, Loot Bugs or creatures. Any minerals it finds fall to the ground and must be manually collected by a Dwarf.

MACHINE GUN

Roll 1 bullet die. Range: 3 spaces.

ROCKET LAUNCHER

Roll 1 explosive die. Range: 4 spaces.
Note: activating the rocket launcher uses up both of BOSCO's actions.

ASSIST

If you are knocked over, BOSCO can spend an action to help you get back on your feet. BOSCO must be adjacent to you to do so.

REVIVE

If you become unconscious, BOSCO will sacrifice itself to rush to your location and save you, no matter how far away it is. Stand your Dwarf back up, receive 1 health, and then immediately carry out your turn. **You do not draw an event card first**, but your buddy is destroyed: return the BOSCO token to the box.

DEEP DIVE CAMPAIGN

Attempting the deep dive campaign is risky, since you'll be playing all the missions consecutively without returning to the space rig to rest. This means you'll have to make do with any equipment you come across during missions.

Use the following setup rules between missions:

- Players carry over their current health, ammo, Rock 'n' Stone cards, throwables, and overclocked secondary weapons to the next mission. Nothing gets restocked, except character-specific tokens such as the Engineer's platforms and the Gunner's ziplines;
- You're allowed to keep any weapon upgrades you found;
- Each Dwarf may choose to discard 1 or more weapon upgrades to either fully replenish their own health, or to allow themselves **or another Dwarf** to fully reload 1 weapon;
- Unspent gold and Nitra are discarded: they are shipped back to Management along with the rest of the cargo. For each gold discarded this way, give 1 health, 1 ammo, 1 throwable or 1 Rock 'n' Stone card to any Dwarf. Players collectively decide on the distribution, but handing out throwables and Rock 'n' Stone cards is limited to 1 per player;
- If the mission is a success but 1 or more Dwarves are unconscious, the unconscious players will start the next mission with 1 health and whatever equipment and ammo they had when the mission ended;
- If one of the missions fails, the deep dive campaign is abandoned.

If you manage to run through the entire campaign in one sitting, we must admit you truly are a bunch of fearless troopers. However, if you decide to finish your gaming session early, use a pen and paper to note down all the stats and objects your Dwarf will start the next run with.

ALTERNATIVE PRIMARY WEAPONS

For your first game, we recommend using the default primary weapons depicted on your character boards. In future games, feel free to choose an alternative primary weapon: place its token on top of the default weapon. These tokens are class specific: you can only use the token that matches your Dwarf's class.

DEEPCORE GK2 ASSAULT RIFLE (SCOUT)

The Deepcore GK2 has a shorter range than the M-1000, but packs some extra oomph. In full-automatic mode, spend 2 ammo to roll 2 armor piercing dice. Range: 5 spaces.

CRYO CANNON (DRILLER)

This frosty alternative to the flamethrower will cause the target to become 'frozen' when hit. **As a free action**, the Cryo Cannon can create a flake storm, which deals no damage but causes up to 2 adjacent targets to become 'frozen'. Range: 3 spaces.

'THUNDERHEAD' HEAVY AC (GUNNER)

This heavy autocannon offers an explosive alternative. Spend 2 actions, roll 2 explosive dice, and assign both. The Thunderhead does not have sustained fire. Range: 6 spaces.

BREACH CUTTER (ENGINEER)

This railgun fires a concentrated beam in a straight line. It has the ability to shoot through and damage multiple enemies at once. The best part is that line of sight is not required. Roll 2 flame dice, and assign 1. Range: 5 spaces. Apply damage to the target and to every creature lined up in between. The Breach Cutter shoots through everything, including stalagmites and walls, but without destroying them.

It can also fire a devastating, close-range plasma blast. Roll 1 flame die and 1 armor-piercing die, and assign both. Range: 1 space.

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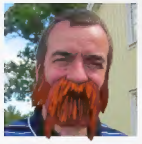

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THROWABLES

Increndiary / Frag Grenade	Range: 4 spaces. Roll 2 flame dice (Incendiary Grenade) or 2 explosive dice (frag grenade) and apply the results to each affected space.
Plasma Grenade	Range: 4 spaces. Roll 2 explosive dice and apply both results to the target space, as well as two connected spaces in a straight line. The target space must be within range and closer to your Dwarf than the two connected spaces.
Impact Axe	Range: 4 spaces. Roll 2 armor-piercing dice and apply the highest of the two results to a single target.
Inhibitor Field Generator	Range: 4 spaces. Creatures cannot enter or leave the blast area, but can still spawn there. Discard the card and token at the start of your next turn.
L.U.R.E. Grenade	Range: 4 spaces. Creatures will attempt to destroy the L.U.R.E. hologram (token) if no other target is closer. The token cannot be destroyed and blocks creature movement. If a Dwarf or the sentry gun is closer to a creature, it will go after one of them instead, depending on which activated most recently. Discard the card and token at the start of your next turn.
Proximity Grenade	Range: 4 spaces. Roll 2 explosive dice for the first creature that enters its space. Remove the token once the grenade has been detonated.
Sticky Grenade	Range: 4 spaces. Pick a target and move it up to 3 spaces. Then the grenade detonates: roll 1 explosive die and apply the damage to everyone within the blast area, including Dwarves. Creatures that take up more than 1 space and immobile creatures cannot be moved this way.
Satchel Charge	Range: 1 space. Remotely detonate at any time, even during creature movement. Roll 2 explosive dice, apply the damage to all affected spaces, then remove the token. Also destroys platforms, walls and stalagmites. Minerals from the walls are left on the ground for easy pickup.
Tunnel Carver	Range: 4 spaces. Remove all walls and stalagmites on 3 connected spaces in a straight line. The target space must be within range and closer to your Dwarf than the 3 connected spaces. Minerals from the walls are left on the ground for easy pickup.
Corrosive Bomb	Range: 4 spaces. Deal 1 damage to all targets within the blast area. **All types of resistance are ignored.**
Electrocution Grenade	Range: 4 spaces. Roll 1 bullet die and apply its damage to all affected spaces. Creatures caught in the blast area become 'stunned', even if you rolled a blank.
Soil Smasher	Range: 4 spaces. Remove all wall segments and stalagmites adjacent to the target space. Minerals from the walls are left on the ground for easy pickup.

SECONDARY WEAPONS

	FACTORY SETTINGS	OVERCLOCKED
Brt7 Burst Fire Gun	Range: 3 spaces. Roll 3 bullet dice and assign them to a single target.	Range: 5 spaces. Roll 3 bullet dice and assign them to a single target.
Bulldog Heavy Revolver	Range: 5 spaces. Roll 1 armor-piercing die.	Range: 5 spaces. Roll 1 armor-piercing die. A hit causes the target to become 'frozen'.
Experimental Plasma Charger	Range: 4 spaces. Roll 1 explosive die.	Range: 4 spaces. Roll 1 explosive die and target a triangle-shaped blast area of 3 hexagons. The result applies to all creatures and Dwarves inside the blast area.
Experimental Plasma Igniter	Range: 4 spaces. Roll 2 flame dice and choose 1 to assign.	Range: 4 spaces. Roll 2 flame dice and assign both. May be split between adjacent targets.
Jury-Rigged Boomstick	Range: 2 spaces. Roll 2 armor-piercing dice and choose 1 to assign.	Range: 2 spaces. Roll 2 armor-piercing dice and assign both. May be split between adjacent targets.
Stubby Voltaic Smg	Range: 3 spaces. Roll 2 bullet dice and assign both. May be split between adjacent targets. A hit causes the target to become 'stunned'.	Range: 5 spaces. Roll 2 bullet dice and assign both. May be split between adjacent targets. A hit causes the target to become 'stunned'.
Subata 120 Semi-Automatic	Range: 5 spaces. Roll 1 bullet die. Shots from this weapon are free actions and can be performed multiple times in a round (spending ammo each time).	Range: 5 spaces. Roll 2 bullet dice and assign both. Shots from this weapon are free actions and can be performed multiple times in a round (spending ammo each time).
'Warthog' Auto 210 Shotgun	Range: 3 spaces. Roll 1 armor-piercing die and 1 bullet die, and assign both. May be split between adjacent targets.	Range: 3 spaces. Roll 1 armor-piercing die and 2 bullet dice, and assign all three. May be split between adjacent targets.
Zhukov Nuk17 Twin Smgs	Range: 4 spaces. Roll 2 bullet dice and assign both. May be split between adjacent targets.	Range: 4 spaces. Roll 2 bullet dice and assign both. May be split between adjacent targets. Don't spend ammo if both roll blanks.

VARIOUS EFFECTS

SYMBOL	EFFECT ON DWARF	EFFECT ON CREATURE
Damage	Remove 1 health token from your board.	None
Special	**Special damage** or **effect** caused by an event or creature.	None
Stunned	Place a 'stunned' token next to your Dwarf. You may only carry out 1 action on your next turn. Remove the token at the end of your turn. **Note:** if you're both knocked over and stunned, you won't have enough actions to get back on your feet!	Place a 'stunned' token next to the creature. The next time the stunned creature is activated, remove the stunned token but do not activate the creature. A frozen creature cannot be stunned. If a stunned creature becomes frozen, remove its stunned token.
Webbed	Place a 'webbed' token next to your Dwarf. You cannot move on your next turn, but you can still carry out all other actions. Remove the token at the end of your turn.	None
Frozen	None	Place a 'frozen' token next to the creature. While frozen, any damage dealt to the creature is doubled, but its resistance is not ignored. The next time the frozen creature is activated, remove the frozen token but do not activate the creature.
Shielded	You are not affected by damage or effects from any creatures while the shield is in effect, and neither are Dwarves who are adjacent to you. If you move while shielded, the shield token stays on its space. It continues to block creatures from entering that space, or harming anybody on or adjacent to it.	None
Knocked over	Place your miniature on its side. You cannot carry out any actions until you get back up yourself (for 2 actions) or are assisted by an adjacent Dwarf (for 1 action).	None

VARIOUS EFFECTS

SYMBOL	EFFECT ON DWARF	EFFECT ON CREATURE
Unconscious	Oh no, you've run out of health! On your turn, you cannot carry out any actions and you don't draw an event card. Advance the swarm threat marker by 1 if your Dwarf is unconscious at the start of his turn. Creatures will ignore unconscious Dwarves and instead look for new targets. They can move over unconscious Dwarves but not end their move on them. An adjacent Dwarf can revive you as an action: stand up and gain 1 health.	None

RESOURCE EFFECTS

NAME	DESCRIPTION
Morkite	A shiny mineral that's very valuable to Management. Often, locating and mining Morkite will be your main objective. You'll find it contained within the cavern walls.
Nitra	A crimson-red type of ore. You can spend 3 Nitra to call in a supply pod, which can be a real life-saver when your team is low on health and ammo.
Gold	Can be used to substitute Nitra when calling in a supply pod, or to overclock your secondary weapon.
Aquarq	A blue, shiny, very valuable mineral. Aquarqs are heavy though: each Dwarf can only carry 1 at a time, and you need to drop them off at a mine head.

TURN SUMMARY

1. ACTION PHASE

Carry out 3 actions (1 if stunned, 0 if unconscious), in any order. If you are knocked over, your first 2 actions must be spent to get back up.

BOSCO Solo Mode: **after** carrying out your actions, carry out 2 actions with BOSCO, in any order.

DWARF ACTIONS	BOSCO ACTIONS
Move	Move
Attack	Pickaxe
Pickaxe	Machine Gun
Throwable	Rocket Launcher
Overclock Secondary Weapon	Assist/Revive
Resupply	
Exchange Supplies	
Assist/Revive	
Play Rock 'n' Stone Cards (free)	

2. EVENT PHASE

Draw and resolve 1 event card, unless you are unconscious (in which case you must advance the swarm threat marker by 1) or you are back at the drop pod after mission objectives have been met.

TRIGGERING A SWARM

Draw 1 swarm card and spawn creatures. Then activate all creatures.

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